



Volume V, #22

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



17 Oct 96

JOSEPHINE MISSES!

The highlight of the last month was the sudden birth, growth and exit of Tropical Storm Josephine: she just had too many parallels to Hurricane Opal to suit the folks down here. We ought to be out of our prime season for storms, so that's hopefully as close as one will come this year. Hmm, Wayne was in St Louis this time.... Eh, what's this about Hurricane Lili?

Boris has been skulking about the Web of late and was particularly impressed by the 1835 graphics under <http://www.rtis.com/nat/user/18xx/default.htm>. Also news there on a slew of 18xx games you probably didn't know existed. Could a "Boris the Spider" website lurk in the future?

STANDBY ALERT: I need standby orders for the following position:

STELLAR CONQUEST: A position may be opening soon. Inquire within.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Diplomacy! I just adore diplomacy! Everyone dresses so well.

--Luozanna Trol of Beta Zed

AvalonCon will be held at the Hunt Valley Marriott 30 Jul-2 Aug 97. With Wayne going to Saudi Arabia, I need to find another potential roomie and carpooler. Ron? Jack?

Speaking of Wayne, his temporary address (until early December) is: 12414C Lighthouse Way, Creve Coeur, MO 63141.

Dan Farrow has changed e-mail addressees again. It's now dwfiv@icdc.com.

Ethel the Frog, a subzine of Jamie McQuinn's *Crossing the Rubicon*, is starting up a game of PAX BRITANNICA. Contact Rob Lacy, 315 Ellington #102, Nacogdoches, TX 75961-3933; e-mail Z_lacryf@titan.sfasu.edu.

The Zine Register (ZR) is due out soon and editor Michael Lowery (address on p 19) is looking for reviews of 'zines to incorporate into the issue. Submit reviews of ten different 'zines and get this issue free. Deadline is 1 Nov, methinks, so hurry.

BOOS & KUBOS

This month's Madame Bolduc Press Excellence Award (and free issue) is awarded to John Butitta for his LIFTOFF! and MAGIC REALM article

There will be no Ms Nar Super-Sudsy Bomb this month. Something about "October skies" and "fantabulous nights", I'm told.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CST) 9 NOV 96

PEACE PROPOSED!

1X**Fall 1988****1995X**

CLEARWINE: A Peace Proposal has finally emerged from secret talks being held in Geneva. Announced by a very nervous President of Switzerland, the call is for Russia, Germany, and England to lay down their arms and to accept Austro-Italian hegemony. England is likely to be the stumbling block to the agreement, since, secure behind her seawall, what's in the deal for her? Austria can bag KIE easily and will eventually win a guessing game with the exiled Russian army to capture Scandinavia for 18 centers and victory. Can the puppet Italy be induced to turn on its master rather than risk a loss?

TROOP MOVEMENTS

AUS (Wilson): F Alb-Gre, A Tri H, A Bud-Vie, A Mun-Ruh, A Boh-Mun, A Sil S A Boh-Mun, A Pru S A Ber, A Ber S A Kie, [A Kie S A Mun-Ruh](d), A Moes-StP, A Lvn S A Mos-StP, F Lyo S ITA F Tyn-Wes;

ENG (Zodda): A Bre-Par, [F NAF-Tun], F Spa(sc) H, F Per-Mid, F Gas S F Per-Mid, [F Eng-Bell].

GER (J. Shacklett): A Ruh-Kie, F Den S A Ruh-Kie, F Bal S A Ruh-Kie;

ITA (Fisher): A Tri-Pie, [F Tun-NAF], A Hol S A Bel, [F Ion-Tun], [A Bel S AUS A Mun-Ruh], F Tyn-Wes, F Rom H(u), A Mar-Bur, A Ven-Tus;

RUS (Meinick): A StP-Nwy.

Orders in brackets fail; d = unit destroyed due-lack of valid retreat; imp = impossible; nou = not own unit, nso = unit not so ordered; nsp = no such place; neu = no such unit; otb = off the board; atm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul Con Rum Sev War -Den Mos Mun +Ber +StP(14) Build 3*

(7) Build 1

ENG: Edi Lon Lpl -Nwy Por Bre Spa +Par

(3) Even

GER: -Ber Swe -Par Kie +Den

(9) Even

ITA: Nap Rom Ven Tun Smy Ank Mar Bel Hol

(1) Even

RUS: -StP +Nwy

* But has only BUD open, so may only build A BUD.

Due next time are build/tear, orders for Spring 1909, and your vote on a concession to Austria & Italy. NMR = "Yes", no vote received = "Abstain". The proposal will pass if no "No" votes are registered.

CLASSIFIEDS

A two-way concession, how boring!

MAGIC REALM (continued from p18)

Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cs6; a T Troll is at Cs3; a short sword, helmet, and breastplate are at Cs4 and Cr5. There is a T dragon at Cl2, and the TF Dragon at the Hoard at Bl6. The Small Campfire & the Bashkars are at NW5. Cr5 has a T spider, and the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault and the Lair. The Shrine is at HP4. The Statue is at Cn2. Giants are at Le4 and Cr6.



FRANCE INVADED! New Govt to Form!

**Spring 1984****1996G**

ERRATA: Turkey captured SER from Austria, so Turkey was Build 4 (but could only build 3 due to only having 3 home centers) and Austria must tear 1.

MINAS MORGUL: Even under partially new management, the Italo-Turkish team continues to grind down hapless Austria, while their next victim, Russia, myopically focuses on his lost capital. The Germans seem hellbent on PAR and a rerun of 1870. Will England and France unite to face the Hun? Will the incoming Mme Osborne government be up to the challenge?

TROOP MOVEMENTS Austria tears A Gal. Germany builds F BER. Turkey builds A Ank. A Con & F Smy.

AUS (J. Shacklett): A Bud-Rum, A Tri-Vie, [A Tri-Ser](r-??);

ENG (Fisher): A Wal H, F Eng H, F Nth-Ska, A StP H, A Swe H, F Nwg-Nwy;

FRA (Morrison): F Mid-Wes, F Bre-Mid, A Pic-Bre, [A Bur H](r-??), A ParS A Pic-Bre;

GER (Boylum): A Mun S A Ruh-Bur, A Ruh-Bur, A Bel S A Ruh-Bur, A Hol S A Bel, F Den S F Ber-Bal, F Ber-Bal;

ITA (Zodda): F Alb S A Ven-Tri, F Adr S A Ven-Tri, A Ven-Tri, A Apu-Ven;

RUS (Anderson): A Mos S A War-Lvn, A War-Lvn, F Bal-Pru;

TUR (York): [A Ser S A Gre], A Gre S A Ser, F Rum-Bla, A Ank-Con, A Con-Bul, F Smy-Aeg.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; neu = no such unit; otb = off the board; atm = unit on the move; (u) = unit unordered.

French A Bur must retreat otb or to MAR or to GAS. Austrian A TRI must retreat otb or to BUD.

Due next time are builds/tears and orders for Fall 1904. Deb Osborne will be playing the French position as of Fall 1904.

EMBASSY BEAT

London: The English Admiralty issued what can only be termed a stern warning to the French naval forces that the Royal Navy will not tolerate French encroachment on the approaches to the British Isles. Also the government announced it has dispatched an envoy to the Tsar in hopes of patching up the difficulties prompted by the Army currently ice-bound in St Petersburg.

Paris: The silence from the English/German Alliance is overwhelming; offers of peace have been ignored and is cause for alarm in both France and Iberia. With Turkey doubling in size and Italy in chaos what can we do but send support to Italy and hope that E/G will not invade our fair country.

BORIS WORLD PRESS REVIEW

Paris Union--Due to the military's failure to clear out the Belgians, the Morrison government has sued for peace with Germany and will cease any attempt to impose French order to the European chaos. The French government fears that the Turk in the south and an apparent English/German Alliance spell doom for all.

CLASSIFIEDS

May the fleas of a thousand camels infest the Royal Beds of all the Royal Empires.

The only thing foul in England are the chickens and the English.

Don't forget the weather.

"ACHILLEUS" (continued from p 4)

THE BOARD:

All: Cau, CEu, Dal, Dan, Dni;

Bl: GPC, Yel(2,C,f); BII: EDe, EGh, GaV(f), UIn(2,C,f,BM), WDs;

Gl: Cre(C); GII: Che, Wei(2,C,GM,f), Yan;

OI: MT(C); OII: Bal, EAn, Hin, Lev(AM), PPI(C,OM, Democracy, Law, Philosophy), Tar(PM), Tur, UTi(c, RM), Zag;

PI: Lin(c, RM); PII: Lib, Nil(AM), Nub, Slb;

RI: PSD; RII: Pal;

WI: LTI(2,C,F);

Fleets: EMS(O), WMS(P).



ACHILLEUS

EPOCH II

1400-1700 B.C.



THE CLASS:

Dan Farrow: Red
Debbie Osborne: Azure
Paul Zieske: Purple

Chuck Wilson:
John Bryden:
Dave Andereon:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1F in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

Alt: Lev, Lib, Nil(C,AM), Nub
Bl: OPC, Wei, Yel(C,f)
Gl: Cre(C), Pal
Ol: EAn, MTI(C), Zag
Pl: Hin, Lin(c, RM), PPI, Tar(PM), Tur, Uln
Rl: PSD
Wl: LTI(2,C,F).
Fleets: EMS(G)

SCORE (SP/VP): R(4/7), O(4/6), G(4/5), B(4/4), A(5/11), P(5/9).

EPOCH II: Red passes to Azure. Orange holds. Green passes to Black. Black passes to Purple. Azure passes to Green. Purple must pass to Red.

ASSYRIA (R): Play "Barbarians" (@ Lev 1,1-4). Play 1A,C, RM, Law @ UTI, 1A @ Lev (4,1:2 -1AI), 3A @ Pal (4,1:6; 2,1:8, 4,3:3 -2RII,1OI), 1A @ Nil (5,3:2 -1AI,C +c), 2A @ Nub (4,3:6; 5,2:2 -1RII,1AI). Score: 7 + C(1x2) + c(1) + M(1x2 + 1) + Law(1), Mid E(D=6) + N Afr(P=2) = 15.

CHOU DYNASTY (G): Play 2A,C,f, OM @ Wei (1BII r-Yel), 1A @ Tar (5,2:3 -1PI), 1A @ Yan, 1A @ Che. Score: 5 + C(2x2) + M(1x2 + 1) + S(1) + China(D=4) + S Eur(P=2) = 17.

PHOENIX (Bl): Play 1A,C,f @ Lev (1RII r-UTI), 1F @ EMS (6,4:5 -1GF).

VENIC CITY STATES (B): Play "Civil Service". Play 2A,C,f, BM @ Uln (1PI r-Lin), 1A,f @ GaV, 1A @ WDe, 1A @ EDe, 1A @ EGh. Score: 4 + C(3x2) + S(1) + M(1x2) + Mid E(P=8) + China(P=2) + India(D=4) = 22.

GREEK CITY STATES: No Show.

SKYTHIANS (A): Play "Elite Troops". Play 1A @ Cau, 1A @ EAn (6,3,1:4,4 -1OI), "Surprise Attack" and 1A,AM @ Lev (6,2,2:2 -1Bl,C,f +c), 1A @ Dni, 1A @ Dan, 1A @ Dal, 1A @ CEu. Score: 11 + c(1) + M(1x2) + Mid E(P=3) + N Afr(P=2) + S Eur(P=2) = 21.

CARTHAGE (P): Play "Upper Nile"; 1A,c,f @ UNI. Play 1A,C, "Philosophy" @ Sha, 1F @ WMS, 2A @ Lib (4,1:5; 6,3:4 -1PII,1AI), 2A @ Nil (4,1:6; 6,2:5 -1PII,1RII,c), 1A @ Nub (6,2:1 -1RII), 1A @ Sib. Score = 9 + C(1x2) + c(2) + M(1x2 + 2) + S(1) Philosophy(1) + Mid E(P=3) + N Afr(C=6) + India(P=2) + S Eur(P=2) = 32.

PERSIA (O): Play "Fanaticism". Play 1A,C, OM, "Democracy" @ PPI (r-Hin), 1A @ Tur (6,5,4:6 -1PI), 1A @ Tar (6,3:4,3 -1GII), 3A @ Hin (3,1:6; 5,2:4; 4,1:6; 4,5,2:4 -2OII,2PI), 1A @ Zag (-1OI), 1A @ UTI (5,2:4; 6,5:5 -2RII,C +c, Law captured), 1A @ EAn (5,2:1 -1AI), 1F @ EMS, 2A @ Sha (4,1:5,1; 4,5,2,4,3 -1OII,1RII,C +c, Philosophy captured), 1A @ Bal, 1A @ Lev (6,4:2 -1AI,c), 1A @ Uln (4,5,1:4 +1 -1OII). Score: 6 + C(2x2) + c(2) + M(1x2 + 3) + S(1) + Democracy(1) + Law(1) + Philosophy(1) + Mid E(D=6) + N Afr(P=2) + China(P=2) + India(P=2) + S Eur(P=2) = 35.

SCORE (SP/VP): B(10/22), G(10/19), R(12/22), A(12/21), P(18/32), O(19/35).

Your Epoch III Empire draw is _____. Due next time are your pass/hold druthers and orders from Celts through Mauryans (in case you get one of them). Players with e-mail need only send their pass/hold options and their orders for the Celts; they will get updated as the action progresses and thus are expected to respond quickly when their empire is called. Please expedite your pass/hold orders.

--Continued on p 3

DOWN WITH THE KING

One Problem Solved!

Court Ball!!!

Turns 5/6



The Cast (in Turn 5 movement order):

Earl Michael (Oxborne: #15): 0/29 PP, 3 IP, 14C, #86, #51, #85(H), #43
Marquise Ruth (Anderson: #63): 0/24 PP, 0 IP, 11C, #53(H), #12(H), #16, #42, #61
Countess Mary (Farrow: #64): 16/9 PP, 6 IP, 16C, #34, #21, Bro John
Knight Richard (Shacklett: #14, MC): 34/27 PP, 25 IP, 12C, #41, #13, #46, Prince Alan
Marquise Elizabeth (Buititta: #62): 11/14 PP, 18 IP, 15C, #66, #55

The Cabinet:

Monarch: King George (80 Sup)
Navy: Sir James (#22)
State: Duke Marley (#44)
Trade: <Vacant>
Epalin: Sir Drew (#11)
Sandarkan: Sir Charles (#24)
City States: Sir Malcolm (#19, RI)

Consort: <Vacant>
High Minister: Lord Percival (#41, RI)
Army: Duke Roland (#42, RU)
Justice: Earl Duncan (#34, MA)
Beysan: Earl Maxwell (#32)
Crown: Knight Dale (#25)
Treasury: Lord Mortimer (#35, MI)

ROYAL DEATHS: Alfred, Almery, Catherine, Phillip

Turn 5 (continued)

1. Crown Event: Two political problems! Townsmen Unrest (High Minister [6], unsolved) and Economic Crisis (Treasury Minister [6], unsolved).

5. Player Turns:

Earl Michael: Roll on Literary Pursuits Table: 4+2 = Businesslike, +1 IP. Play "Monarch's Counselor on Duke Henry (#43). Counsel the Monarch on Natural Disaster to admonish the Court Scientist: the Monarch is pleased. +1 PP.
Marquise Ruth: Use "Any Activity" chit to intrigue a card from Knight Richard (Peasant Support to discard). Roll on Fashion Table 6 = "Tasteful", +1 PP, +1 drm. Recruit Sir Donald (#21).
Baroness Mary: Play "Gain 1 IP" chit. Draw another Loyalty chit (-1 IP). Roll on Fashion Table (buying +1 drm, -2 IP); 10+1 = "Regal": +9 PP, +1 drm. Recruit Duke Marley (#44) and Uncle Ed.
Knight Richard: Promoted to Earl (-3 IP). Roll on Socializing Table (buying +1 drm for 2 IP): 7+1 = "Socially Acceptable", +5 PP. Counsel Monarch concerning Townsmen Unrest to take liberal reforms. May be modified by #41, #55, #45, & #34.
Marquise Elizabeth: Plays "Favor" chit: gains 1 IP. Recruits #52. Makes #66 a henchman.

Turn 6

1. Player order: Baroness Mary, Earl Michael, Marquise Elizabeth, Earl Richard, Marquise Ruth
2. Office phase: Knight William (#26) becomes Minister of Trade.
3. Political Problems: Natural Disaster: Minister of Trade Knight William (3) fails to solve the problem. Townsmen Unrest: High Minister Percival (2) solves the problem. Economic Crisis: Treasury Minister Lord Mortimer (6) fails to solve the problem. Monarch's Support falls from 80 to 60.
4. Crown Event: Court Ball—all must attend. Countess Mary: 5 = "Ill-mannered", lose 1 PP must drop one member of faction. Earl Michael: 5 = "Ill-mannered", lose 1 PP. Marquise Elizabeth: 11 = "Monarch Notices Your Exceptional Charm", +4 PP, +1 drm. Earl Richard: 6 = "Ignored". Marquise Ruth: 11 = "Monarch Notices Your Exceptional Charm", +4 PP, +1 drm. Both Elizabeth and Ruth get a free "Counsel the Monarch" activity this turn.

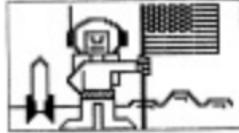
You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Countess Mary (#64): 0/25-1 PP, 3 IP, 16C, #84, #21, Bro John, #44, #54, Uncle Ed
Earl Michael (#15): 0/29 PP, 3 IP, 15C, #86, #51, #85(H), #43, #24
Marquise Elizabeth (#62): 15/14 PP, 19 IP, 15C, #66(H), #55, #52
Earl Richard (#14, MC): 39/27 PP, 21 IP, 12C, #41(H), #13, #46, Prince Alan
Marquise Ruth (#63): 5/25 PP, 0 IP, 12C, #53(H), #12, #16, #42, #61, #21

Due next time are your Turn 5 modifications to Earl Richard's counsel roll. Turn 6 activities and any modifications to the political problem rolls for Turn 7. Remember, you can normally do 3 activities and hold up to 15 cards.



**LIFTOFF!
BRNNEY ORBITS!!
3 MORE DIE!
1961/62**



THE CAST:

Andorra (Dave Anderson)
Duchy of Grand Fenwick (John Butitta)
Republic of Texas (Andy York)
Spain (Dan Farrow)
Sweden (Al Bargender)

Cash from '60
2 MB
-16 MB
-32 MB
5 MB
32 MB

'61 Budget
114 MB
84 MB
81 MB
101 MB
113 MB

ERRATA: Texas researched "D", not "d". Spain will not launch in 1961.

1961

1. All collect budget (see above).
2. Random Events (see last issue): Andorra loses 20% to B. Sweden's new astronauts are Lena Ramgard, Sten Ruthstrom and Barbro Bjorklund (all at 20%).

Lingering Cards:

AND: Fortunate Accident: negate next satellite failure
SWE: buy additional astronauts for 1 MB.
SWE: Govt Order: Land man on moon NLT 1962 (30 MB).
SWE: Govt Order: Must launch civilian in multimanned capsule in 1961 (20 MB).
SPA: Govt Order: Next launch must be manned (20 MB).

3. AND: Buy six "A" (-18 MB) & two astronauts (Jesse and Simba Katz, -4 MB).
DGF: Buy one "1" (-1 MB), initial astronaut (-18 MB, Tully Bascombe)
RoT: Buy two astronauts, Ri & Ro Oenasechek.
SPA: None.
SWE: Buy 2nd Launch facility (-30 MB), one "A" (-3 MB), & initial "3" (-30 MB).

4. Conduct Research:

AND: 4 dice on "EVA" (-4 MB, +14%).
DGF: 7 dice on "B" (-28 MB, +26%). 8 dice on "D" (-16 MB, +25%).
RoT: 5 dice on "3" (-20 MB, +19%). 6 dice on "2" (-16 MB, +18%), 3 dice on "D" (-3 MB, +12%).

SPA: 8 dice on "c" (-40 MB, +28%).
SWE: 8 dice on "3" (-32 MB, +28%), 1 die on "2" (-3 MB, +5%).

5. Declare Future Missions: Andorra(3), Fenwick(2), Texas(2), & Sweden(2) in 1962.
6. Texas rushes its manned orbital flight by 1 month (-1 MB, -1%).

7. Texas launches a manned orbital flight with T Oenasechek aboard. Lift off: 01 < 95-1%.
Earth Orbital Burn (EOB): 22 < 81-1%; Orbital Activities: 22 < 80%; De-Orb Burn: 47 < 80%; Re-entry 100 > 80%; Catastrophe: 08 < 85%. T Oenasechek tries! Add 1% to "A", drop "a" to 10%. lose 10 MB from budget.

Texas scrubs a lunar probe launch. Lose 3 MB from budget.
Fenwick launches orbital satellite: Lift off: 77 < 84%, EOB: 10 < 97%; Power Up: 43 < 97%. Success: add 1% to "A" and "1" and +2 MB to Budget.

Fenwick launches one person capsule (with mix rate): Lift off: 75 < 85; EOB: 07 < 80%; Reentry: 67 < 80%; Recovery: 57 < 80%. Success: add 1% to "A" and "a".
Sweden launches an manned sub-orbital mission, Hakansson & Jaerbyn on a two-stage rocket in a two-man capsule ("Bb"). Lift off: 84 > 15%; Catastrophe 26 < 85%. Rocket blows up. "B" drops to 25% and lose 10 MB from Budget!

Sweden launches manned sub-orbital mission, Lena Ramgard in "Aa". Lift off: 28 < 85%; EOB: 77 < 81%; Reentry: 02 < 81%. Recovery: 70 < 81%. Success: add 1% to "A" and "a", 10% to Ramgard, and 6 MB to Budget.

Andorra launches an orbital satellite (A1): Lift off: 54 < 87%; EOB: 48 < 96%; Power up: 10 < 96%. Success! Add 1% to "A" and "1", 2 MB to Budget.

Andorra launches manned(?) orbital mission with Barney aboard. Lift off: 38 < 88%; EOB: 34 < 81%; Orb Act: 03 < 81%; De-Orb Burn: 52 < 81%; Re-entry 62 < 81%; Recovery: 47 < 80%. Success! Barney is first purple dinosaur in space! Add 16 MB to budget, +1% to "A" & "a", and 10% to Barney.

1962

1. Andorra collects 182 MB, DGF collects 86 MB, RoT collects 68 MB, Spain collects 101 MB, Sweden collects 109 MB.

2. Draw Event Card:

AND: Budget -3 MB. Sabotage pay for 20 MB or lose 20% on next "B".
DGF: Budget +7: Scientific breakthrough, add 18% to "B".
RoT: Military Build Up, lose 20 MB from Budget.
SPA: Budget +1 MB. Corporate Investment, add 4 MB to '62 cash.
SWE: Budget +1 MB. R&D Bonus, all R&D dice get +1 in '62.

Due next time will be your purchases, R&D expenditures, rush decision for 1962 and if

you plan a launch (and what) for 1963.

Country	From '61	'62 Budget	Cash '62	'63 Bud
Andorra	90 MB	132 MB	232 MB	129 MB
Fenwick	95 MB	88 MB	991 MB	95 MB
Texas	-23MB	88 MB	045 MB	48 MB
Spain	66 MB	101 MB	167 MB	102 MB
Sweden	47 MB	109 MB	156 MB	110 MB

PRESS:

"I can assure you it is so, Duchess," Michel replied in his grating monotone. He tapped the large leather bound ledger with the double-headed eagle symbol of the Duchy of Grand Fenwick embossed on the cover. "The Duchy has exceeded his budget for the second year. The proceeds from Pinot Grand Fenwick sales have not met the estimates in the Duchy budget. At this rate, the Duchy must consider annexing itself to a larger country in order to get an infusion of funds." "Michel, you are an accountant, not a policy maker," Duchess Gloriana shot back hotly. "Nonetheless, I can assure you..." droned the accountant again. "No more!" shouted the Duchess. She sagged back in her chair, rubbing her forehead with the tips of her fingers. "I hope Kakint's space program will be the answer to our people's needs," she sighed softly.

R&D Status Board (%/#)

	ANDORRA	DG FENWICK	REP TEXAS	SPAIN	SWEDEN
Prog.	60	61	60	61	60
1:	96/4	97/3	97/1	98/1	95/0
2:	45/1	45/1			70/1
3:				65/5	83/1
A:	87/7	89/5	84/10	86/8	84/1
B:	25/1	25/1	51/1	77/1	86/0
D:			30/1	55/1	86/0
EVA:	84/u	84+/u		1E/B	30/B
a:	81/8	82/2	80/5	81/4	81/1
b:			35/1	95/1	10/1
c:					42/1
L Poc:	3	3	2	2	1
					70/1
				1	1
					2

Astronauts:

30%: L Ramgard (SWE)

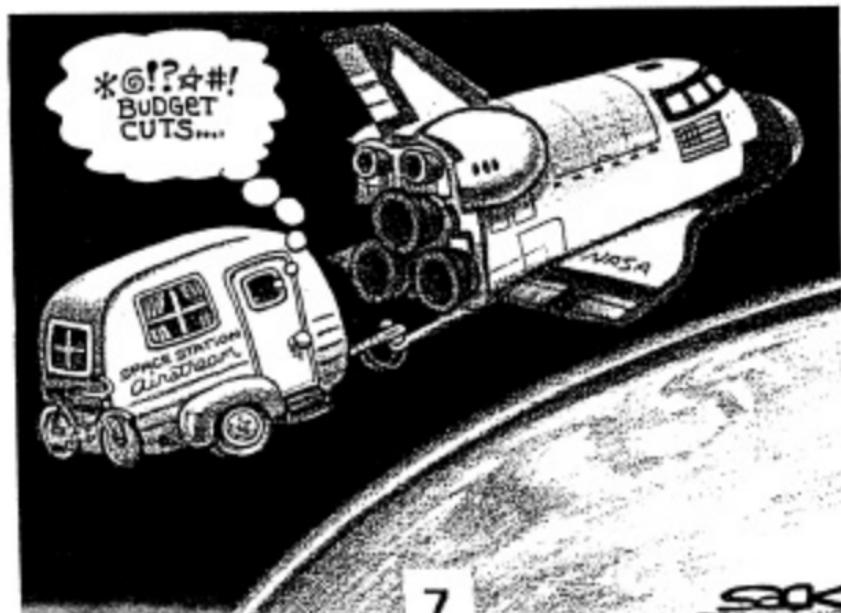
20%: S Ruthstrom (SWE), B Bjorklund (SWE)

10%: Gomes (SPA), Deb Duchette (AND), Barney (AND)

0%: Sc Kaat (AND), Sh Kaat (AND), J Katz (AND), S Katz (AND), T Bascombe? (DGF), Rl Onascek, Ro Onascek, Simmons (RoT)

KIA: Rogers (SPA), T Onascek (RoT), I Hakansson (SWE), Jaerbyn (SWE)

ALL FIGURES ARE FOR END-OF-YEAR





1830

"???? IS ????"

SR 1 & OR 1

PLAYER STATUS

Hanna	\$400 <Priority>
Chinnery	\$400
Fisher	\$400
Beck	\$400
Ringhoffer	\$400
Farrow	\$400

OPTIONAL 6-train: falls 2-1. Jury still out on the game name, either "Time is Money" or "Glory Bound".

SR 1:

Hanna bids \$165 on C&A.

Chinnery passes.

Fisher buys SVN&RR (\$400-20 = \$380)

Beck bids \$225 for B&O.

Ringhoffer buys C&SL (\$400-40 = \$360).

Farrow buys D&H (\$400-70 = \$330).

Hanna buys M&H (\$400-110 = \$290).

Hanna gets C&A for \$165 (\$290-165 = \$125).

Beck gets B&O for \$225 (\$400-225 = \$175) and sets par at \$76.

Chinnery - Buy B&O for \$76 (Has \$324)

Fisher - Buy B&O for \$76 (Has \$304)

Beck - Buy B&O for \$76 (Has \$99)

Ringhoffer - Buy President's share of the C&O, set par @ \$71/share (Has \$218)

Farrow - Buy B&O for \$76 (Has \$254) B&O Floated!

Hanna - Buy B&O for \$76 (Has \$49)

Chinnery - Buy B&O for \$76 (Has \$248)

Fisher - Buy B&O for \$76 (Has \$228)

Beck - Buy B&O for \$76 (Has \$23) B&O Sold-Out!

Ringhoffer - Buy C&O for \$71 (Has \$147)

Farrow - Buy C&O for \$71 (Has \$183)

Hanna - Pass (Has \$49)

Chinnery - Buy C&O for \$71 (Has \$177)

Fisher - Pass (Has \$228) & Beck - Pass (Has \$23)

Ringhoffer - Buy C&O for \$71 (Has \$76) C&O Floated!

Farrow - Pass (Has \$183)

Hanna - Pass

Chinnery - Buy C&O for \$71 (Has \$106)

Fisher - Buy C&O for \$71 (Has \$157)

Beck - Pass

Ringhoffer - Buy C&O for \$71 (Has \$5)

Farrow & Hanna - Pass

Chinnery - Buy C&O for \$71 (Has \$35) C&O Sold-Out!

Fisher, Beck, Ringhoffer, Farrow, Hanna & Chinnery - Pass

Stock Round is closed. B&O price rises to C 82 and C&O price rises to D 76. Fisher has the Priority Card for Stock Round #2 ...

OR #1

Private incomes: +\$5 Fisher, +\$10 Ringhoffer, +\$15 Farrow, +\$45 Hanna & +\$30 Beck

Since neither president sent in orders for OR #1 - Results will be suspended until next month. Please send in orders for OR #1 AND SR#2 next time. Please remember to send in your orders early and why not do a little diplomacy among the players to get your RR floated?! Deadline is 6 Nov 96 to Mark Frisch.

PLAYER STATUS

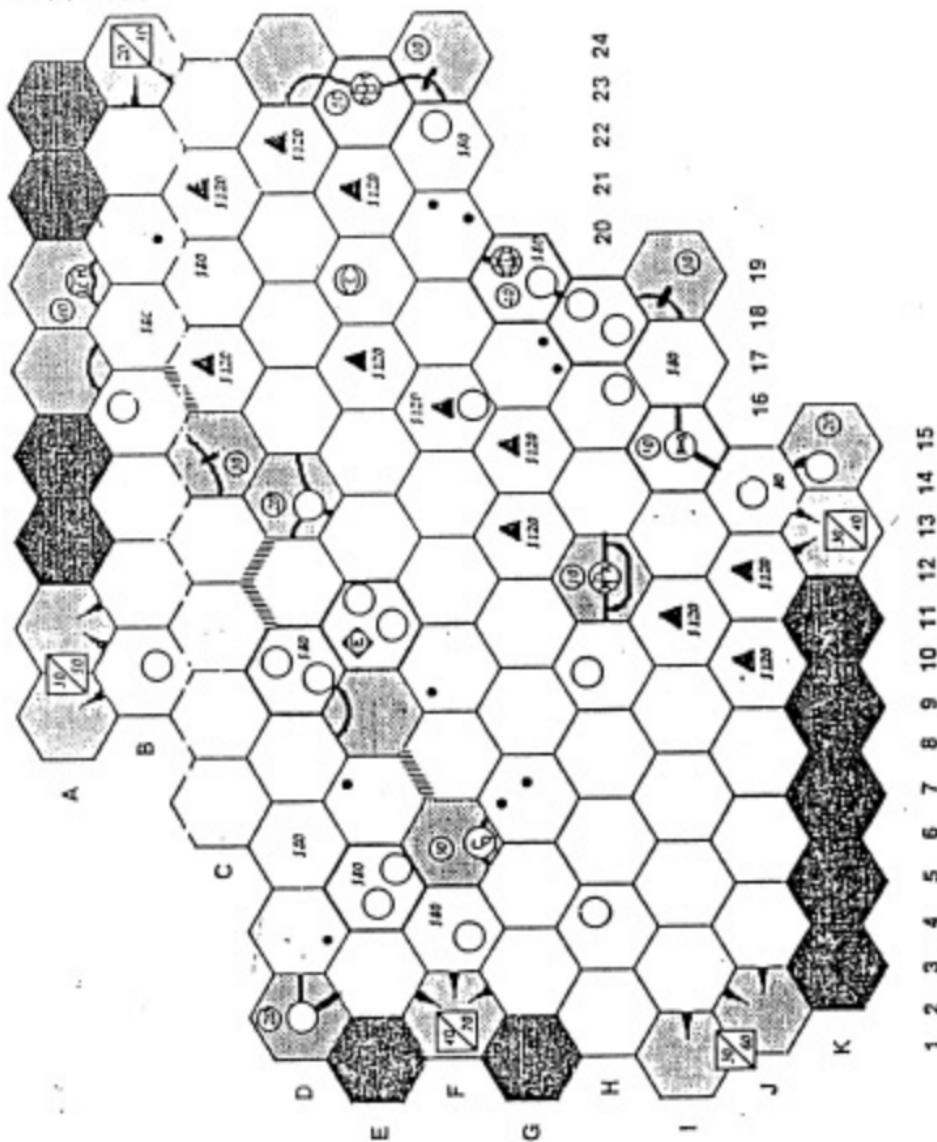
Ringhoffer	\$15, C&SL, 5-C&O(P)
Farrow	\$198, D&H, 1-B&O, 1-C&O
Hanna	\$94, M&H, C&A, 1-PRR
Chinnery	\$35, 2-B&O, 3-C&O

CORPORATION STATUS

CORPORATION STOCK		Value	Pool	ID	Par	Cash	Trains	Tokens
B&O	CB2	0	0	n/a	\$750	----	3	
C&O	D76	0	0	n/a	\$710	----	3	
PA	222	0	0	n/a	----	----	4	

Trains Available: 222222 333333 444444 555555 DDDDDDD

Titles Available: #1(1), #2(1), #3(2), #4(2), #7(4), #8(8), #9(7), #55(1), #56(1), #57(4), #58(2), #69(1)



1856

THE GREAT WHITE NORTH

WELLAND RAILWAY RUNS FOR
\$26 PER SHARE!



OPERATING ROUNDS 2

PLAYER HOLDINGS: (*) - presidents certificate; limit = 11)

Zieake	\$35	ft. 2GT*
Chinnery	\$9	Dab, 1WR, 1LPS
Quiet	\$10	cc, 3LPS* [priority]
Butitta	\$40	w&a, 2CPR*
Wordeleemann	\$15	glz, 2WR*
Farrow	\$40	soft, 2LPS

COMPANY STATUS:

Name	Pres	Value	Pool	10	Par	Treas	Loans	Trains	Tkns	Debt
GT	PZ	A90	---	8	100	\$0	0	22	P9+3	K8
CPR	JB	B80a	---	8	90	\$30	1	22	M4+3	N11
WR	WW	B80b	---	7	90	\$160	1	22	O16+2	L15
LPS	MQ	F60	---	4	65	\$190	1	3	C14+1	F17(\$65)

OPERATING ROUND 2.1

Private companies pay Zieake \$5 (\$40), Butitta \$10 (\$50), Quiet \$10 (\$20), Wordeleemann \$15 (\$30), Chinnery \$20 (\$29), and Farrow \$20 (\$60).

GT: Lays tile #9 in O10 (sw). Runs P9-Q7 & P9-N11 (\$90); pays (PZ + 18); price rises to A100. Buys no trains. (\$0 + 0 = \$0.)

CPR: Borrows \$100 from the government. Lays tile #14 in N8 (sw); token in N8. Runs M4-N8 & N8-O2 (\$110); pays (JB + 22); price rises to B90. Buys no trains. (\$30 + 100 - 20 = \$70.)

WR: Borrows \$100 from the government. Lays tile #6 in O18 (se); token in O18. Runs O16-P17 & O18-P19 (\$100); retains; price falls to B75. Buys 3-train. (\$160 + 100 - 40 - 20 + 100 - 225 = \$75.)

LPS: Borrows \$100 from the government. Lays tile #14 in C14 (sw). Runs C14-B13 (\$60); pays (DC+6, MQ+18, DF+12); price rises to F65. Buys one 3-train. (\$190 + 100 - 20 - 225 = \$45.)

OPERATING ROUND 2.2

Private companies pay Zieake \$5 (\$63), Butitta \$10 (\$82), Quiet \$10 (\$48), Wordeleemann \$15 (\$45), Chinnery \$20 (\$55), and Farrow \$20 (\$92).

GT: Borrows \$100 from the government. Lays tile #120 in N11; token in N11. Runs P9-Q7 & P9-N11 (\$120); pays (PZ + 24); price rises to A110. Buys Flot Tramway for \$40 (PZ + 40). Buys no trains. (\$0 + 100 - 40 - 40 - 10 = \$10.)

CPR: Lays tile #7 in M2 (se). Runs M4-N8 & N8-O2 (\$110); pays (JB + 22); price rises to B100. Buys no trains. (\$70 - 20 = \$50.)

WR: Borrows \$100 from the government. Lays tile #15 in O18 (se). Buys GLSC for \$140 (WW + 140); port token in O18; GLSC closes. Runs O18-P19, O18-P17, & O18-O16-P17 (\$260); pays dividends (DC + 26, WW + 52); price rises to B80. Buys no trains. (\$75 + 100 - 140 - 30 = \$5.)

LPS: Borrows \$100 from the government. Lays tile #7 in B15 (ne). Runs C14-B13 & C14-B13 (\$120); pays (DC+12, MQ+36, DF+24); -> F70. Buys no train. (\$45 + 100 - 30 - \$115.)

PLAYER HOLDINGS: (*) - presidents certificate; limit = 11)

Zieake	\$127	2GT*
Chinnery	\$93	mfab, 1WR, 1LPS
Quiet	\$84	cc, 3LPS* [priority]
Butitta	\$104	w&a, 2CPR*
Wordeleemann	\$257	2WR*
Farrow	\$116	soft, 2LPS

TRAINS AVAILABLE: 99.4444.555.66.DD...

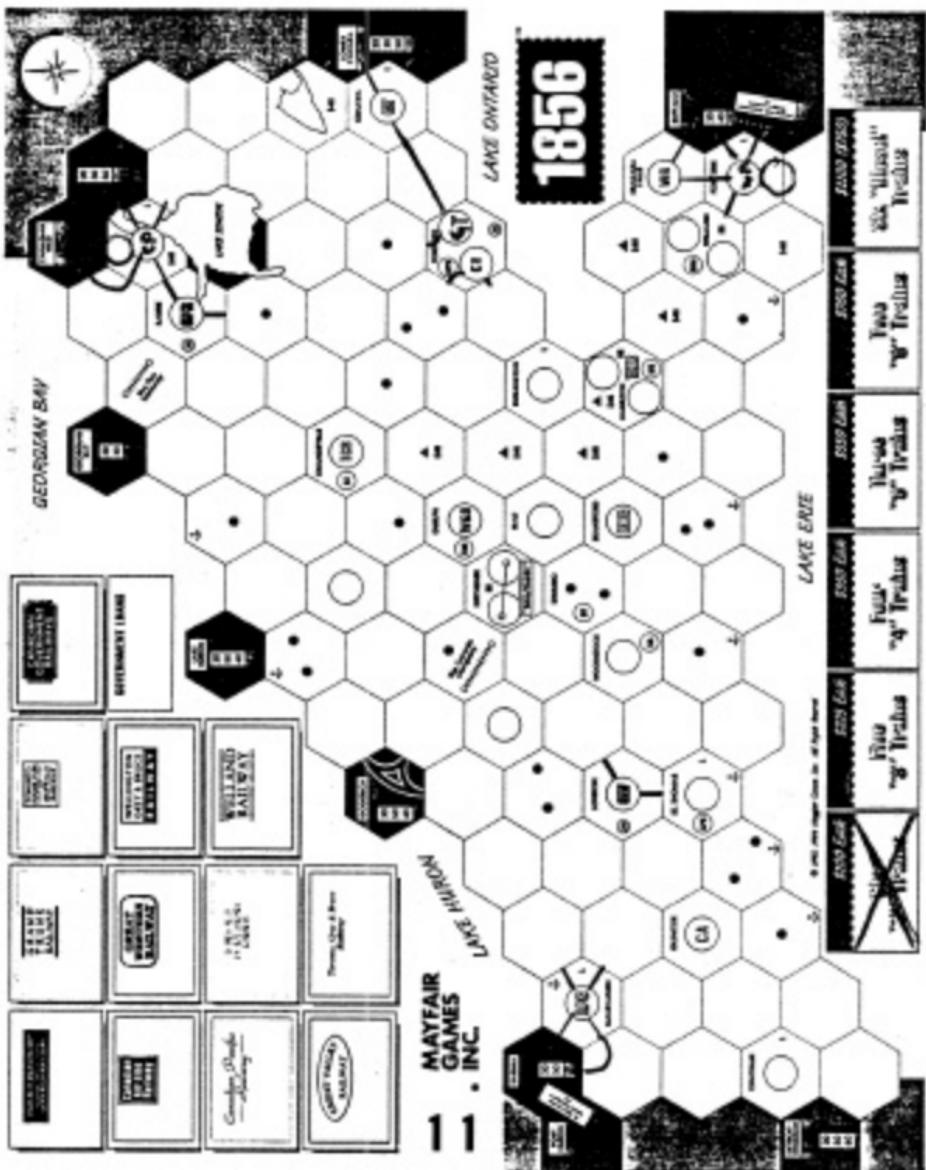
COMPANY STATUS:

Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Deat
GT	PZ	All0	---	8	100	\$10	1	22	P9,N11+2	K8
CPR	JB	B80a	---	8	90	\$50	2	22	M4,N3+2	N11
WR	WW	B80b	---	7	90	\$5	3	223	O16,O18+1	L15
LPS	MQ	F60	---	4	65	\$190	9	88	C14+1	FL7 (865)

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(5), #8(13), #9(12), #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1), #28(1), #29(1), #55(1), #56(1), #57(3), #58(3), #59(2), #69(1), #121(2)

DUE NEXT TIME: Orders for SR3, and as much of OR3.1 (and 3.2?) as you can manage. That probably depends on whether new railroads start, and what happens to the cash supply and loan capacity of the old ones. Chuck will try to pass on SR3 info as soon as it's in. Orders should reach Chuck Hanna by 6 Nov 96. Please write conditional orders, and indicate what you're trying to do.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21





PLAYER STATUS

Zieske	\$550 <Priority>
Wordeimann	\$550
Quiet	\$550
Hanna	\$550
Farrow	\$550
Chinnery	\$550

SR 1

Zieske bids \$165 on MKT.

Wordeimann bids \$145 on SLSF.

Quiet bids \$45 on Mississippi River Bridge Co.

Hanna bids \$50 on Mississippi River Bridge Co.

Farrow bids \$55 on Mississippi River Bridge Co.

Chinnery bids \$151 on SLSF.

Zieske buys Great River Shipping Co (\$350-20 = \$330).

MR Bridge Co goes to auction: Quiet bids \$65, Hanna passes. Farrow bids \$70 and others pass. Farrow buys MRB for \$70 (\$350-70 = \$280).

Wordeimann buys Southern Cattle Co (\$350-50 = \$300).

Quiet bids \$170 for MKT.

Hanna bids \$175 for MKT.

Farrow passes. Chinnery buys Gulf Shipping Co (\$350-80 = \$270).

SLSF goes to auction: Wordeimann bids \$156, Chinnery passes, so Wordeimann buys SLSF for \$156 (\$300-156 = \$144) setting par at \$100.

MKT goes to auction: Zieske bids 180, Quiet bids \$185, Hanna bids \$196; rest pass. Hanna gets MKT for \$196 (\$350-196 = \$254).

Zieske buys 1 SLSF (\$320-100 = \$220).

Wordeimann passes.

Quiet buys KATY Presidency, setting par at \$68 (\$350-186 = \$214).

Hanna buys 1 KATY (\$154-68 = \$86).

Farrow buys 1 SFSL (\$280-100 = \$180).

Chinnery buys 1 KATY (\$270-68 = \$202).

Zieske buys 1 KATY (\$280-68 = \$212). KATY floated!

Wordeimann passes. Quiet buys 1 KATY (\$214-68 = \$146).

Hanna buys 1 KATY (\$86-68 = \$18).

Farrow buys 1 KATY (\$180-68 = \$112).

Chinnery buys 1 KATY (\$202-68 = \$134). KATY sold out!

Zieske buys 1 SLSF (\$162-100 = \$62).

Wordeimann buys 1 SLSF (\$144-100 = \$44).

Quiet buys 1 SLSF (\$146-100 = \$46).

Hanna & Farrow pass. Chinnery buys 1 SLSF (\$180-100 = \$80).

All pass.

KATY is sold out so rises to E72. Zieske has the priority. Due next are orders for OR 1 and SR 2. Company presidents should include contingency orders for price supporting their stock.

PLAYER STATUS

Zieske	\$62, ORS, 1 KATY, 2 SLSF (VP) <Priority>
Wordeimann	\$44, SC, 3 SLSF (Pres)
Quiet	\$46, 3 KATY (Pres), 1 SLSF
Hanna	\$18, MKT, 3 KATY (VP)
Farrow	\$112, MRB, 1 KATY, 1 SLSF
Chinnery	\$34, GS, 2 KATY, 1 SLSF

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Dest
SLSF	A100	3	0	\$100	\$1000	--	3	M22
KATY	E72	0	0	n/a	\$680	--	3	N1

TRAIN STATUS: 2222222333333444445555666888.10.10.12--

The Bank has \$10,004.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(6), #5(2), #6(2), #7(9), #8(22), #9(23), #55(1), #56(1), #57(5), #58(4), #69(1)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22



ADV CIVILIZATION

New Illyrian!

Turns 8.1-8.9

NOTE: We have a new Illyrian player, John Bryden (DUNE and "Achilleus")

TURN 8:

1. TAXES: Babylon & Assyria collect 12t; Africa, Crete, Iberia, & Thrace collects 8t; Illyria collects 6t; Egypt collects 4t.
2. POPULATION EXPANSION: Illyria populates 2T @ Dalmatia, Belgica, Illyricum, Pannonia, Rubicon, & Samnium; populates 1T @ Appollonia, Rhine & Cisalpina. Iberia doesn't populate in Campania, Milasso, Pyrenees, & W Mauretania. Egypt doesn't populate in Jerusalem. Africa, Crete, & Thrace fully populate. Assyria grows in Caucasus, L Armenia, Sinope, Antioch, Bithynia, & Cyprus. Babylonia grows 2T @ Babylon & Sumeria and 1T @ Tyre, Phoenicia, & Midian.
3. CENSUS:
 - ILLYRIA (Morrison): 1600 BC, 41T, 8t, 3 cities, 5 cards
 - IBERIA (Farow): 1600 BC, 38T, 9t, 4 cities, 8 cards
 - EGYPT (Ringhoffer): 2500 BC, 37T, 10t, 2 cities, 5 cards
 - THRACE (Zleake): 1600 BC, 33T, 12t, 4 cities, 5 cards
 - ASSYRIA (Deb Osborne): 1600 BC, 38T, 14t, 6 cities, 8 cards
 - AFRICA (Nast): 2000 BC, 27T, 12t, 4 cities, 6 cards
 - BABYLONIA (Anderson): 2000 BC, 25T, 22t, 6 cities, 8 cards
 - CRETE (Boyum): 2000 BC, 20T, 12t, 4 cities, 7 cards
4. BOAT BUILDING: Illyria abandons ships at Ithaca, builds new ones at Dalmatia, Belgica, and Pannonia. Iberia maintains all four ships (-4t). Thrace disbands ship in Thera, builds one each in Thrace & Ionia (-4t). Assyria builds new ship at Caucasus and maintains other three (-8t). Africa maintains ship (-1t) and builds new one at Cyrenensis (-2T). Babylonia removes ship @ Suwa and builds ships at Tyre & Midian (-4t). Crete builds a ship at Corinth (-2t), late ship at Phaeolis rot, and maintains ship at Chalchis (-1t).
5. MOVEMENT:
 - IL: 2T 15 Dalmatia-Illyricum-Appollonia-Tarentum, 5T 15 Pannonia-Rubicon-Samnium-Tarentum, 4T Samnium-Tarentum, 1T Dalmatia-Illyricum, 1T Belgica-U Germany, 1T L Germany-U Germany, 1T Germany-Pannonia, 2T Cisalpina-Etruria, 2T Rubicon-Etruria, 1T Rubicon-Samnium, 1T Rhine-Cisalpina, 4T Illyricum-Apollonia.
 - IB: 3T Aquitania-Belgica, 1T Aquitanis-Lugdunensis, 1T Gaul-Belgica, 1T Gaul-U Germany, 2T Etruria-Rhaetia, 1T Tarraconensis-Lusitanis, 1T Pyrenees-Aquitania, 1T Massilia-Etruria, 1T Massilia-Gaul, 1S Tarentum-Campania-Milasso, 1S Sardinia-Corsica-Sardinia-Corsica-Etruria, 2T Caralis-Sardinis, 2T Coraica-(s)-Sardina, 1S W Mauritania-Corduba-New Carthage-Iberus-Pyrenees, 4T W Mauretania-(s)-Corduba, 1S Balæsæus-Iberus-Balæsæus-Ebusus-Balæsæus, 2T Iberus-(s)-Ebusus, 2T Balæsæus-(s)-Ebusus.
 - EO: 4T W Desert-Suwa, 5T Fayum-Siwa, 1T U Egypt-Siwa, 2T Sinai-Jerusalem, 2T Gaza-Jerusalem, 1T Tanis-Gaza, 1T E Desert-Sinai, 1T E Desert-Fayum, 2T Memphis-Alexandria, 1T Ptolemais-E Desert, 2T Ptolemais-U Egypt, 1T Nubia-Ptolemais, 1T U Egypt-Fayum.
 - TH: 1S 3T Ionia-Miletus-Rhodes-Knossos-Thera, 1S 3T Thrace-Lemnos-Troy-Lebos, 2T Scythia-Danube, 2T Danube-Tyrrae, 2T Danube-Moesia, 1T Thrace-Moesia.
 - AS: 15.2A Caucasus-Media, 2A L Armenia-Elam, 1A Armenia-L Armenia, 2A Cyprus-(s)-Antioch, 1S Sinope-Phrygia-Bithynia-Phrygia-Sinope, 2A Bithynia-(s)-Sinope, 3 Salmis-Cyprus-Salmis-Antioch.
 - AF: 1T New Africa-E Mauretania, 4T Numidia-Carthage, 1S Tripoli-Sabrata-Carthage-Numidia, 2T Sabrata-(s)-Carthage, 2T Tunisia-Numidia, 1T Sahara-Sabrata, 1T Tripolitanis-Libya, 1T Jalo-Cyrene.
 - BA: 2T Sumer-Babylon, 1T Midian-Arabia.
 - CR: 1S Corinth-Sparta-Argos-Athens-Thera, 4T Corinth-(s)-Thera, 1T Athens-(s)-Thera, 1T Thessaly-(s)-Chalcis, 1T Delphi-Corinth, 1T Delphi-Athens, 1T Thessaly-Macedonia, 1T Epirus-Macedonia.
6. CONFLICT: Thera (Thrace 7-Crete 5; each lose 5); Tarentum (Illyria 11T; Iberia 1C; Illyria sacks city, loses 5T, and loots _____ from Iberia); Macedonia (Thrace 2-Crete 2; both lose 2); Belgica (Illyria 4; Iberia 3; both lose 3); U Germany (Illyria 3; Iberia 1; Iberia loses 1); Etruria (Illyria 4; Iberia 3; Iberia loses 3; Illyria 2).
7. BUILD CITIES: Africa builds Cyrene and Carthage. Assyria builds Antioch and Sinope. Babylonia builds Babylon 5. Egypt builds Suwa & Jerusalem. Thrace builds Tyrrae & Moesia. Illyria rebuilds Tarentum and builds Appollonia. Iberia builds Ebusus, Sardinia & Corduba.
8. REMOVE SURPLUS POP: 2T @ U Germany; 1T @ Rhaetia
9. TRADE: Babylonia buys gold (-18t). Pile 1 is empty. Crete and Egypt receive 3 cards.

Illyria gets four cards. Pile II is exhausted. Africa, Iberia & Thrace get 4 cards. Babylonia gets 5 cards and exhausts Pile III. Assyria gets 5 cards.

Treachery, Earthquake/Volcano, Superstition, & Famine are surely out; Slave Revolt and Barbarian Hordes could be out. This is where it starts getting hairy. The players with the non-tradeable cards (Earthquake/Volcano, and Famine) should consider informing many secondary victims (and Famine must have at least one) what they're going to lose so they can include it in their orders.

Due next are your trade orders, as many calamity orders as you can, and your preferred Civ Card buys. Remember, you can only hold eight trade cards at the end of the "Acquire Civ Cards" phase, and that if you don't start turning in 2's and 3's, Treachery, earthquakes, superstition, and famine are going to occur with distressing regularity.

Since we have an e-mail-only player in the game, I'm going to forgo the customary map and go with a board listing.

THE BOARD

AFRICA: C @ Carthage, Cirta, Cyrene, Palermo, Thapsus, Tripoli; S @ Carthage, Cyrenia; 2T @ Cyrenia; Numidia, Tunisia; 1T @ E Mauritania, Jalo, New Africa, Libya, Tripolitania, Sahara, Subrata.

ASSYRIA: C @ Ankara, Antioch, Gordium, Kanesh, Miletus, Nineveh, Salsamis, Sinoe, 1S @ Antioch, Galatia, Media, Sinoe; 2T @ Van; 2T @ Armenia, Bithynia, Cilicia, Elam, Media, Midep; 1T @ Cappadocia, Cyprus, Galatia, L Armenia, Lycia, Nalchik.

BABYLONIA: C @ Aleppo, Babylon, Carrhae, Damascus, Jericho, Mari, Susa; 1S @ Midian, Tyre; 2T @ Phoenicia, Syria, Tyre; 2T @ Babylonia, Chaldea, Sumeria; 1T @ Arabia, Midian, Petra, Sidon.

CRETE: C @ Argos, Eretria, Rhodes, Sparta; 1S @ Chalchis, Thera; 2T @ Athens, Corinth, Knossus, Phaeolis, Thessaly; 1T @ Chalchis, Delphi, Epirus.

Egypt: C @ Buhen, Jerusalem, Siwa, Thebes, 4T @ U Egypt; 2T @ Tanis; 2T @ Alexandria, Fayum, Ptolemais, W Desert; 1T @ E Desert, Gassa, Nubia, Sinai.

IBERIA: C @ Corduba, Ebrusus, Hispania, Narbo, New Carthage, Sardinia; 1S @ Balaeres, Etruria, Hispania, Pyrenees; 2T @ Campania; 1T @ Aquitania, Belgica, Gaul, Lugdunensis, Lusitania, Massilia, Milazzo, Pyrenees, Rhaetia, Tarraconensis.

ILLYRIA: C @ Appollonia, Ithaca, Neapolis, Rome, Tarentum; 2S @ Tarentum; 1S @ Belgica; 2T @ Belgica, Dacia, Etruria, Pollonia, Rubicon; 1T @ Cisalpina, Dalmatia, Germany, Illyrium, Samnium, U Germany.

THRACE: C @ Byzantium, Moesia, Sarpis, Thessalonica, Troy, Tyras; 1S @ Lebos, Thera; 2T @ Crimea, Danube, Ionia, Scythia, Thera, Thrace; 1T @ Lebos.

PRESS:

Africa wants timber and grain, will trade wine and iron.

Egypt is offering iron or papyrus for hides.

Your Cards are:



"Who cares what it's for?? Manning will accept any fool idea as long as it relieves boredom!"



DUNE

Ruckus in the Rocks!



TURN 4

THE CAST

ATREIDES (Fisher): KH, 2L, 15S, 1C, 8T @ Arrakeen, 6T @ Red Chasm.
 EMPEROR (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sietch.
 FREMEN (Anderson): 13S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
 GUILD (Wilson): 51S, 4C, 6T @ Tuck's Sietch, 5T @ Pasty Mesa(s7).
 HARKONNEN (Bryden): 11S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s1).
 IX (Narhil): 12S, 8C, 5T @ Polar Sink.
 TANKS: 6A, 6H, 6L: Lady J. B Raban, G Halleck, Colonel.

TURN 4

1. The STORM moves from Sector 17 to Sector 2.
2. SPICE BLOW: Ceslago South(12) and Sihaya Ridge(6). Ceslago South is in storm as the spice there is lost.
3. BIDDING: There are 4 cards available.
 H & F bid 2, Abida 1: Fremen win on spice tie break and get _____ (2S to E)
 Abida 8, F bids 2, H bids 1: Atreides gets _____ (8S to E)
 F & H bid 2: F gets _____ on die roll tie break (2S to E)
 H bids 4, Abida 3: H gets _____ and _____ (4S to E)
4. REVIVAL: A, H & I revive 2T.
5. SHIPMENT: Guild elects to go last. H ships 4T to Carthag (4S to O), E ships 1T to Harg Pass (-2S to G).
6. MOVEMENT: E moves 10T from Habbanya Ridge Sietch to Habbanya Flat. A moves 6T from Red Chasm to False Wall East(s6). F moves 4T from False Wall South to Pasty Mesa(s6). H moves 1T from Shield Wall to False Wall East.
7. COMBAT: A with 6T vs H with 1T at False Wall East.
 F with 4T vs G with 5T at Pasty Mesa.

Due next time are orders for any voluntary actions from Turn 4 Combat to Turn 5 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 15S, 2C, 8T @ Arrakeen, 6T @ False Wall East(s6 *).
 EMPEROR (Deb Osborne): 42S, 4C, 9T @ Habbanya Ridge Sietch, 10T Habbanya Flat, 1T @ Harg Pass.
 FREMEN (Anderson): 9S, 4C, 5T @ Sietch Tabr, 4T @ Pasty Mesa(s7 *). 2T @ Funeral Plain, 5T @ Rock Outcroppings.
 GUILD (Wilson): 57S, 4C, 6T @ Tuck's Sietch, 5T @ Pasty Mesa(s7 *).
 HARKONNEN (Bryden): 2S, 8C, 5L, 5T @ Carthag, 1T @ False Wall East(s7 *).
 IX (Narhil): 12S, 8C, 5T @ Polar Sink.
 TANKS: 6A, 6H, 6L: Lady J. B Raban, G Halleck, Colonel.

LEGEND: * = starred token. (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = IX, KH = Kvitach Haderach, L = leaders, S = spice, s# = sector # T - token

STELLAR CONQUEST

JAMES T KIRK--Due next time are movement orders for Turns 16 combat, production, and Turns 17-20 movement.



BRITANNIA

Turns 5 & 6

335-485 AD



The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck

RED: David Anderson

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Bernicia, Cheshire, Lothian, Norfolk, S Mercia, Suffolk; F @ Alban, Cumbria, Lindsey.

WELSH (2): 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.

BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.

PICTS (0.5): 2A @ Mar, Skye; 1A @ Caithness, Dalriada, Moray.

CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.

IRISH (0.5): 1R @ Atlantic, 1A @ Cornwall.

SCOTS (0): 1R @ Irish.

JUTES (0): 2R @ Channel.

SAXONS (1.5): 3R @ Channel, 1A @ Downlands, 1A @ Wessex.

ANGLES (0): 5R @ Frisian.

Score: Purple 28, Green 22, Blue 18, Red 12.

Turn 5 (concluded)

ANGLES (0): 2A Frisian-North-Dunedin, 2A Frisian-North, 1A Frisian - N Mercia.

Romans score 16 VP for times and client state in Pennines.

Turn 6

Roman forte disappear, Roman legions replaced by Romano-British troops.

ROMANO-BRITISH: 2A Essex-Wessex (4.1:2 Saxon r-Avalon), 1A Suffolk-N Mercia, 1A Norfolk-Suffolk-N Mercia (6.4:5 -1 Angle, 1 RB, +1 VP), 1A S Mercia-N Mercia-York, 1A Cheshire-York, 1A Bernicia-York, 1A Lothian-York (4.4.3.1:5.1: 6.6.4:8.3 -2 Angles, 1 RB, +2 VP).

WELSH (2): Grow 6 pp. Add 1A @ Devon & Clwyd. 3A Devon-Cornwall (6.5.5:2 -1 Irish), 1A Gwent-Devon, 1A Powys-Gwent, 1A Clwyd-Powys.

BRIGANTES (2): Grow 2. Add 1A @ Pennines. 2A Pennines-Dunedin, 1A Galloway-Dunedin (6.3.1:6.3: 3.2:6; 4:4; 3:6 -3 Brig, 1 Angle).

PICTS (0.5): Grow 2.5 pp; add 1A @ Dalriada. Move 1A Mar-Alban.

CALEDONIANS (1): Grow 1. Hold.

IRISH (0.5): Grow 0. 1A Atlantic-Cumbria.

SCOTS: 2A, 1R Irish-Strathclyde (6.5.4:8.2 -2 Brigantes). Raider returns to Irish.

JUTES: 2R, 1A Channel-Wessex (6.6.2:9.2 -2 RBs, +2 VP).

SAXONS (1.5): Grow 2. Add 1A @ Downlands. 1ST WAVE: 2A Frisian-Suffolk-N Mercia (6.5:5 -1 each +1 VP), 4A L Frisian-York (6.3.2.1:6.2.2; 6.3.2:6.3; 6.6:6 -3 each, +3 VP), 1A Frisian-Kent, 1A Frisian-Kent-Sussex, 1A Downlands-Wessex, 1A Avalon-Wessex (5.1:8 -1 Jute). 2ND WAVE: 1A L York-N Mercia-S Mercia, 1A Channel-Frisian-Lindsey, 1A Wessex-Avalon, 2R Channel-Frisian.

Due next time are Angle orders for Turn 6 and all orders for Turn 7.

Score: Purple 47, Green 24, Blue 18, Red 16.

The Board:

ROMANO-BRITISH (0): [Arthur & 2C].

WELSH (2): 3A @ Cornwall, 2A @ Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd, Devon.

BRIGANTES (1): 1A @ Galloway, Pennines, [Leader].

PICTS (0.5): 2A @ Dalriada, Skye; 1A @ Alban, Caithness, Mar, Moray.

CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.

IRISH (0.5): 1R @ Atlantic, 1A Cumbria, [1A @ Atlantic].

SCOTS (0): 2A @ Strathclyde; 1R @ Irish, [3A & Pergus].

JUTES (0): 2R @ Channel.

SAXONS (0.5): 1A & Henquist @ S Mercia; 2R @ Frisian; 1A @ Avalon, Downlands, Kent, Lindsey, N Mercia, Sussex, Wessex; [4A @ Frisian].

ANGLES (0): 3A @ North; 1A @ Dunedin; [8A @ North].

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, # = attacking/attacked by Legion, [] Turn 7 arrivals



MAGIC REALM
Bennie Lives!!
Goblins!
EVENING 15 / DAY 16



THE CAST:

Dave Anderson: Bennie the Berserker
 John Butitta: Willie the Pilgrim
 Marcel Carboneau: Amber Rose the Amazon (deceased)
 Don Chinnery: Razi the (optional) Wizard (deceased)
 Dan Farrow: Simplomo the Sorceror (aka Misty)
 Dan Osborne: Smaug of the Dark Helmet, a Black Knight
 Debbie Osborne: Thorn of the Grotto, an Amazon (deceased)
 Sylvan the (optional) Druid

ERRATA: Sylvan finished Day 15 in OW2.

EVENING 15

AT CV4: Willie casts "Small Blessing" using his MAGIC 14* and WHITE 6*: result 1,1 = "I Wish I Were Elsewhere" but declines to teleport; both his MAGIC & white are fatigued.

AT CR2: Raoul lures one bat and Bennie must handle the other two. This could be iffy. Raoul thrusts/charges M3*/4 while the Batfrey smashes/ducks M2/3. Bennie smashes H6 and ducks H5; his target, Batford, smashes/ducks M2/3 and the third bat, Batilda, thrusts/charges M3/2 wounding Bennie. Raoul and Batford are gathered in by the Destroyer of All Pleasures. Bennie wounds his MOVE H6 chit.

Bennie smashes H5* at Batfrey. Batfrey swings/dodges M3/2 wounding Bennie. Batilda thrusts/charges M3/2 inflicting another wound. Bennie wounds his MOVE T6 and FIGHT T6* chits while his axe becomes alert.

Bennie smashes H5* at Batfrey. Batfrey smashes/ducks M3/2, damaging Bennie's helmet and wounding him before being cleaved in half. Batilda thrusts/charges M3/2 inflicting another wound. Bennie wounds his MOVE H5* and FIGHT H5. His axe is now unalert.

It's now one-on-one. Bennie smashes H4*: Batilda thrusts/charges M3/2 wounding Bennie. Bennie wounds his FIGHT T5* and alerts his axe.

Bennie smashes H4*: Batilda thrusts/charges M2/3 wounding Bennie. Bennie wounds his FIGHT T4**.

Bennie smashes H4*: Batilda thrusts/charges M2/3 wounding Bennie. Bennie wounds his Berserk T4**.

Bennie smashes H4*: Batilda thrusts/charges M3/2 wounding Bennie. Bennie wounds his MOVE T4**.

Bennie smashes H4*: Batilda smashes/ducks M3/2 wounding Bennie and destroying his helmet before the axe does its grisly work. Bennie wounds his FIGHT H4* and gains 18 F and 16 N. The destroyed helmet reappears whole with the Soldiers.

DAY 16

Bennie @ Cr2: R(FIGHT H5), R(MOVE H6), R(MOVE H5* from wounded to fatigued), R(MOVE H5*). H(4,1 - y). Reveals Dark M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6.

Sylvan @ CW2: H(5 - y), M DV2, M DV5, M CV1.

Simplomo @ LW2: H((4,1), MPW5, M HP5, M HP5. Reveal Ruins C, Lost City 3, Vault 3, Lair 3, Shrine 4, Howl 4, Slither 6. A six-pack of axe-goblins appear at HP5 and a six-pack of spear goblins appear at HP4.

Willie @ CV4: H(6,2 - n), H(2,1 - y), SPX, SP (convert MAGIC 16* to WHITE).

Smaug @ C16: H(5,2 - y), M C11, M C11, M BVI.

MONSTER ROLL = 3

COMBAT: Simplomo could take on the axe-goblins.

Due next time are orders for Evening 16 and Day 17.

PRESS: Willie falls on his knees and beseeches the great gods of chance for note ---> STRENGTH <--- note

DEAD PILE: Ralph, Roger & Raoul. Ponies BHQ & B2-B5. H dragon, two H flying dragons, two H spiders, three bats.

BOARD NOTES:

Not Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at R1. The Lost

---Continued on p 2

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